

V-1 Highest Quality Native Ecosystems: These units consist of the highest quality native ecosystems and communities. They have minimal disturbance, with low levels (less than 10%) of non-native plants in any vegetative layer. Examples are portions of the Alakai Wilderness Preserve (Kauai), Eke Crater (Maui), Wright Road section of Puu Makaala NAR (Hawaii). **Management Objectives:**

To protect and perpetuate these areas, by preventing non-sustainable activities or intensities of use. Permitted activities in these areas are minimally disruptive, and would be focused on ecosystem preservation.

V-2 Predominantly Native Areas: Areas in which native plants predominate in communities that are relatively intact. They have a significant component of non-native plants (>10% in any layer). Examples are the most native portions of some NARs and Forest Reserves. **Management Objectives:** To prevent activities or intensities of use that create further significant degradation of native plant or animal communities, and encourage activities or intensities of use that are beneficial to those communities. Permitted activities may have a higher level of disturbance than in V-1 areas, provided they remain within sustainable levels.



V-3 Considerably Disturbed Areas: Units consist of areas that had a considerable amount of disturbance. The vegetation in the area does not reflect a naturally evolved species composition, but rather a mixture of small remnant patches dominated by native plants, patches of largely invasive weedy alien plants, and areas of mixed native and non-native plants. Examples are portions of Puu Ka Pele Forest Reserve (Kauai), Puu Waawaa public hunting area (Big Island). **Management Objectives:** To prevent activities

or intensities of use that result in degradation of unique native species and secondary forest resources (water supply erosion control & aesthetic values).

Continued...

Vegetation Classifications, cont.

Permitted activities may have high levels of disturbance, as long as they don't negatively impact remaining native plant populations and have an eventual net benefit to other resources like water, or an improved vegetative cover for other activities. Native plant conservation may be focused at a species, rather than an ecosystem level.



V-4 Badly Degraded Areas: Units are areas that are severely degraded or highly altered from their natural state. They may be areas of severe erosion, former pasture or crop lands, forest plantations, areas of non-native grass or brush resulting from fires or intensive grazing. Examples are portions of the Kakaha Game Management Area (Kauai), and Puu Anahulu Game Management Area (Hawaii). **Management Objectives:** To prevent activities or intensities of use that result in degradation of watershed cover or soils. These areas are where the most disruptive activities would be al-

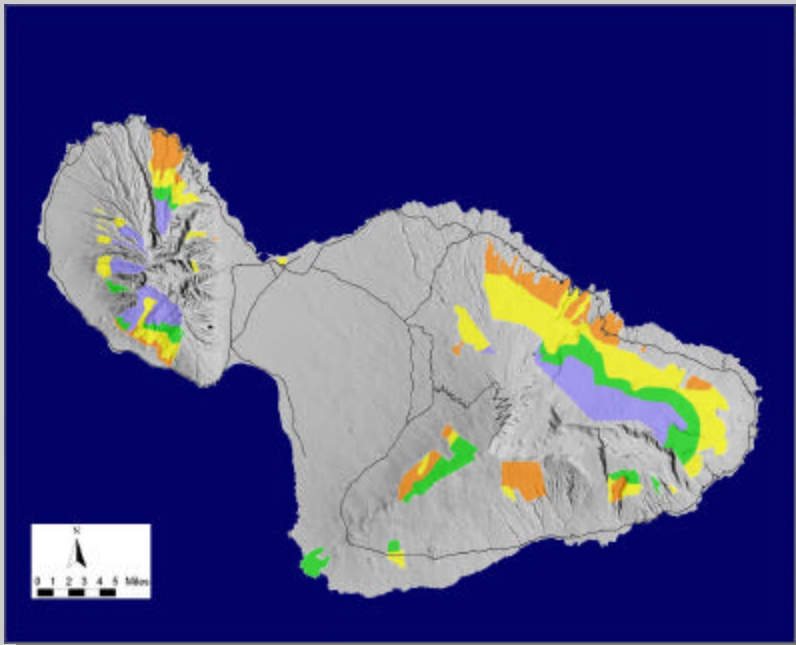
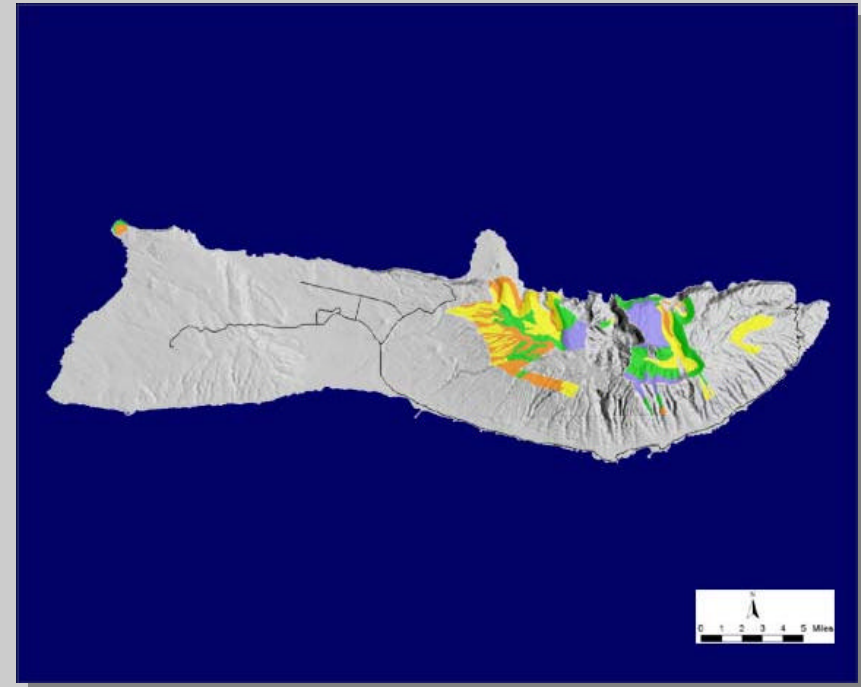
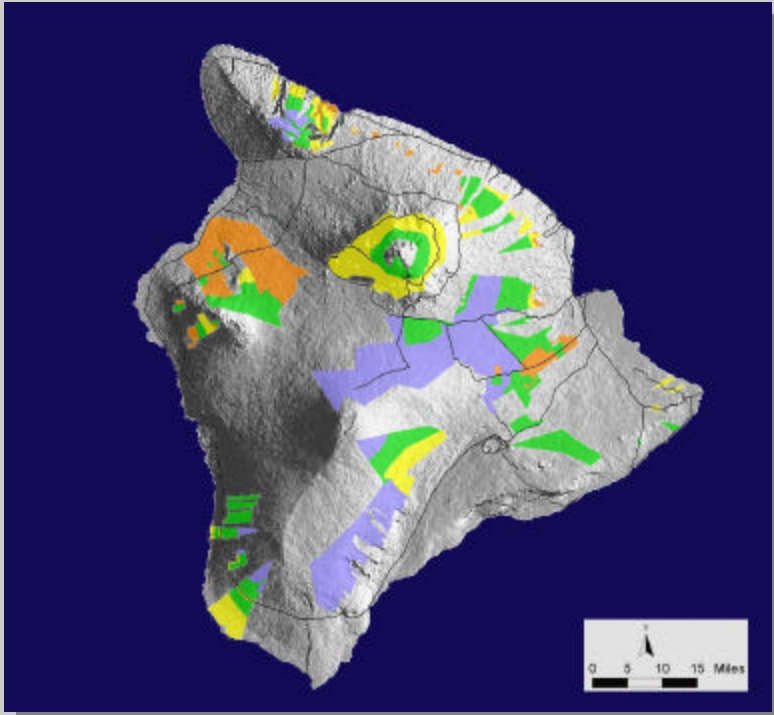
lowed, such as large-scale commercial forestry, game habitat manipulation, etc. Native plant conservation is mainly focused at the species level.

DOFAW Resource Management Guidelines

Vegetation Classifications



Maps



Figures 1-3 (clockwise from top left): Vegetation Classifications, Hawaii, Molokai, Maui

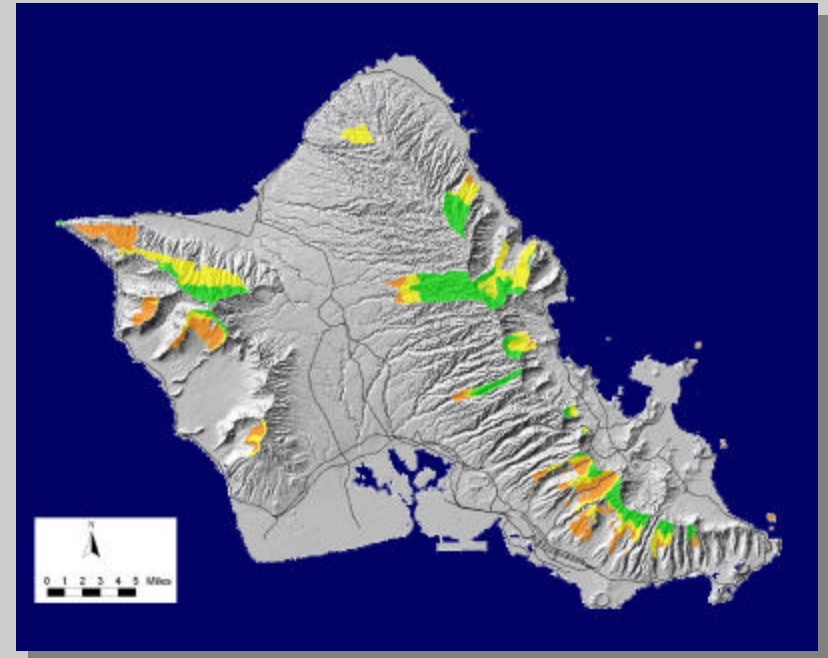
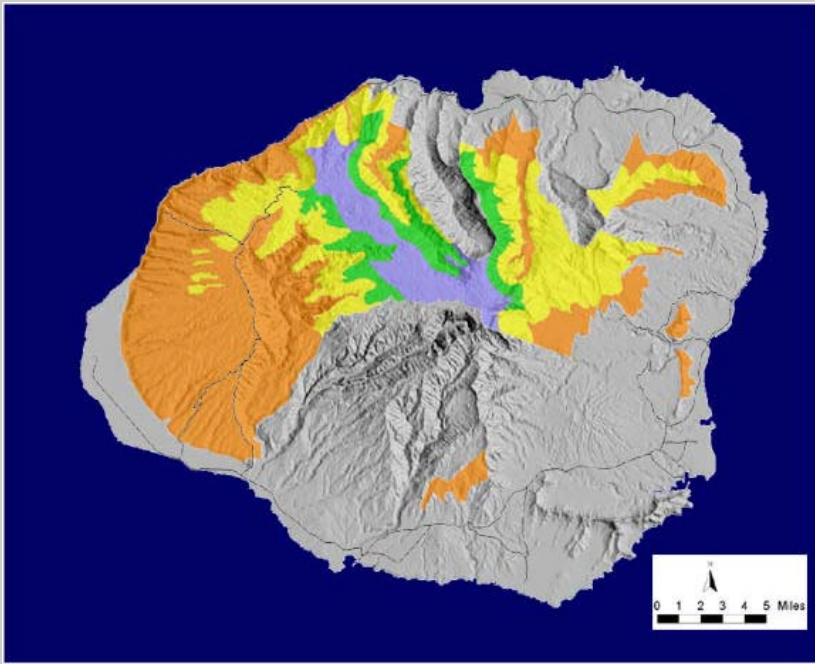
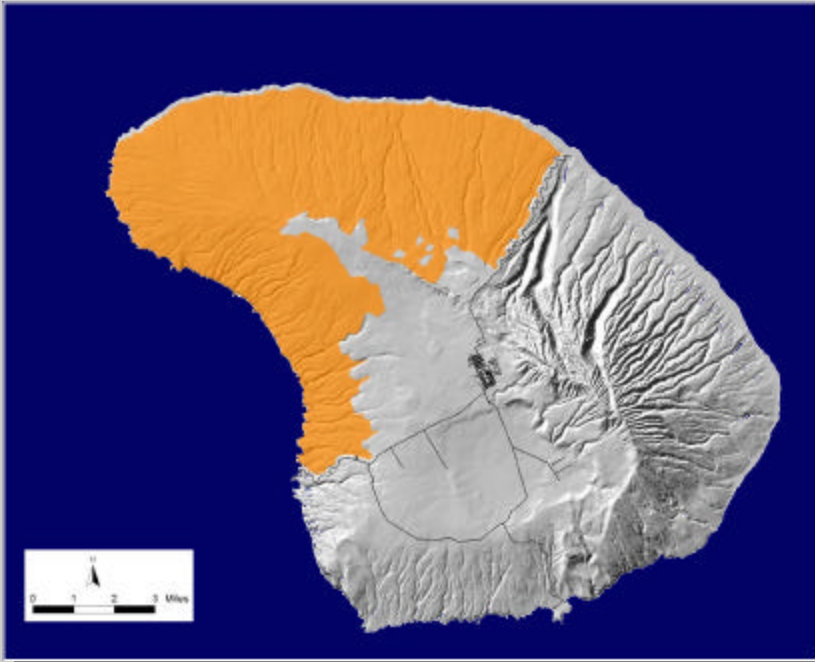
- V1: Highest Quality Native Ecosystems
- V2: Predominantly Native Areas
- V3: Considerably Disturbed Areas
- V4: Badly Degraded Areas

DOFAW Resource Management Guidelines

Vegetation Classifications



Maps



Figures 4-6 (clockwise from top left): Vegetation Classifications, Lanai, Oahu, Kauai

- V1: Highest Quality Native Ecosystems
- V2: Predominantly Native Areas
- V3: Considerably Disturbed Areas
- V4: Badly Degraded Areas

DOFAW Resource Management Guidelines



Game Animal Management Activities



A1 Game Production: Game is a primary objective. Hunting seasons and bag limits provide maximal sustained public hunting opportunities and benefits. Areas include Game Management Areas (GMA).

hancement. Game populations are managed to acceptable levels using public hunting.

A2 Mixed Game and Other Uses: Areas where game management is an objective integrated with other uses. Habitat may be manipulated for game en-



A3 Game Control (public): Areas where resource protection is the primary objective, with emphasis on native plant communities and watersheds. Seasons and bag limits are designed for public hunting to reduce impacts to native resources. and

A4 Game Control (supervised): Areas designated for animal removal by staff or agency designees because of environmental sensitivity, remoteness, or public safety.

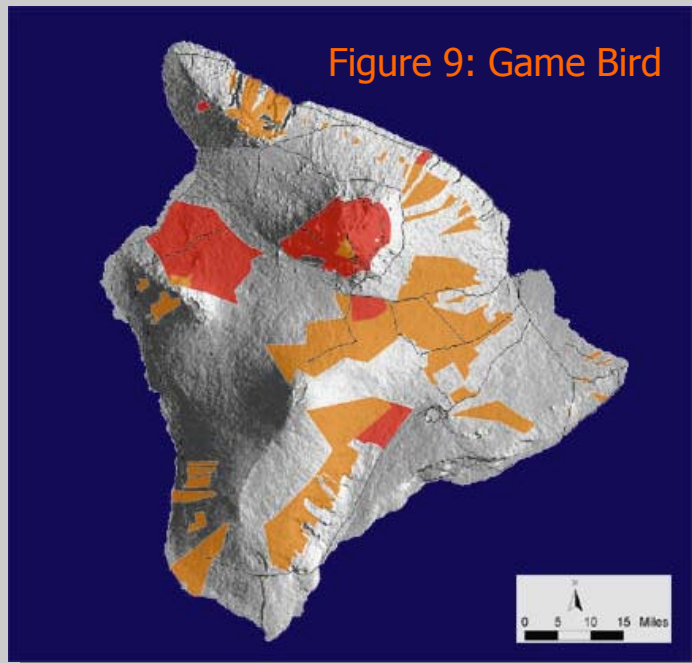
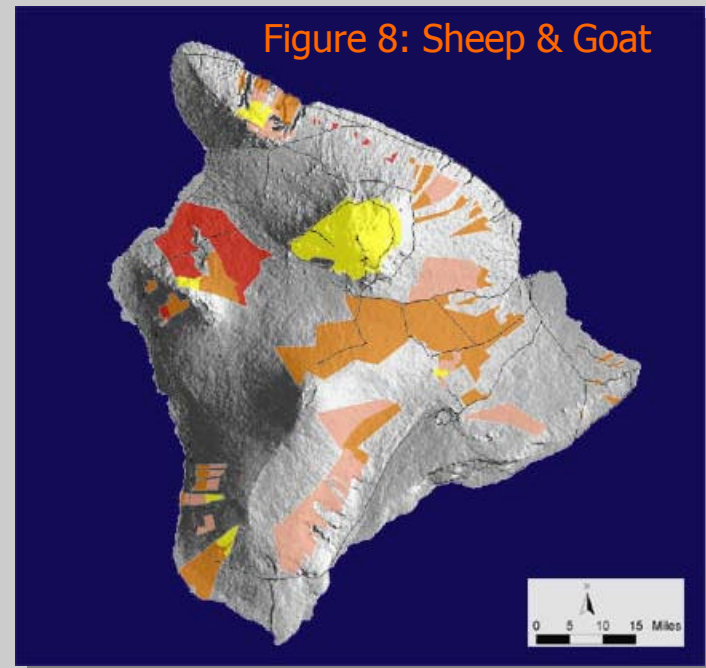
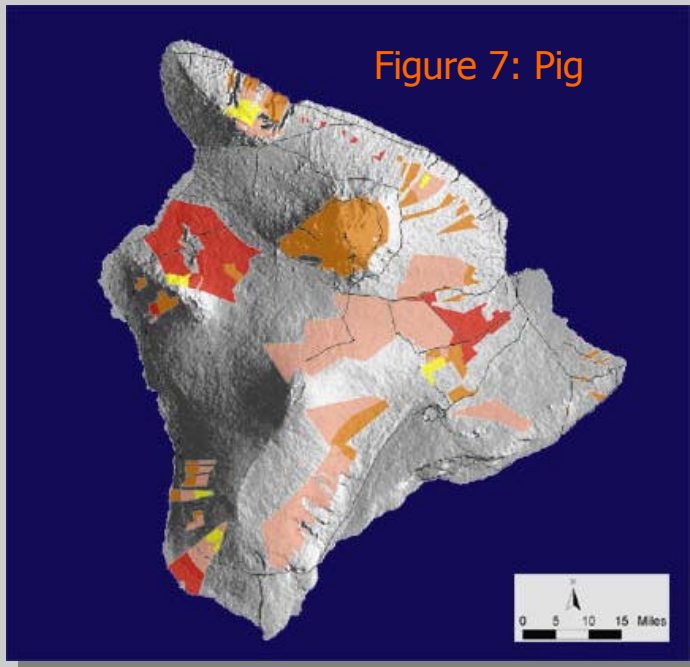


DOFAW Resource Management Guidelines

Game Animal Management Activities



Maps



Figures 7-9 (clockwise from top): Game Animal Management Activities, Hawaii

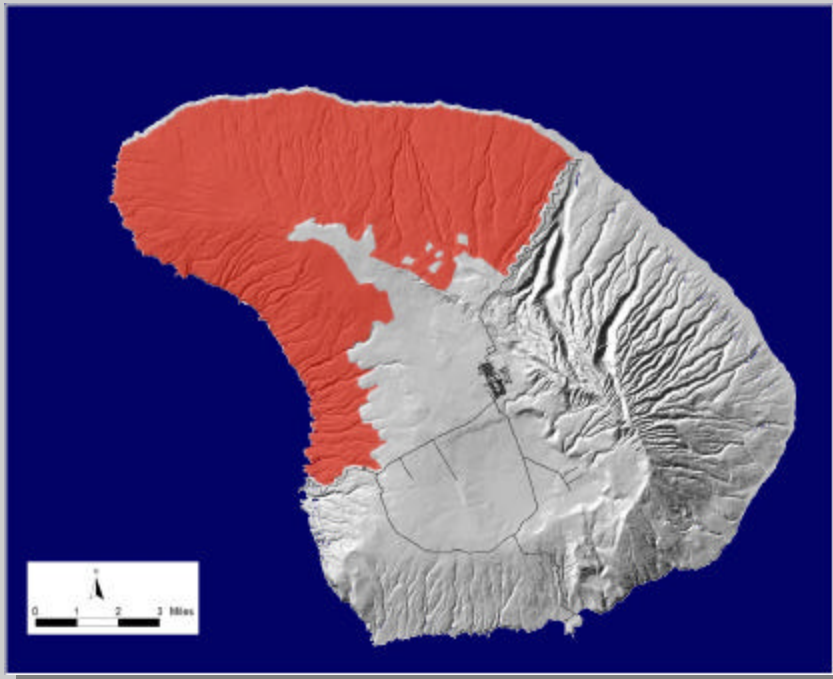
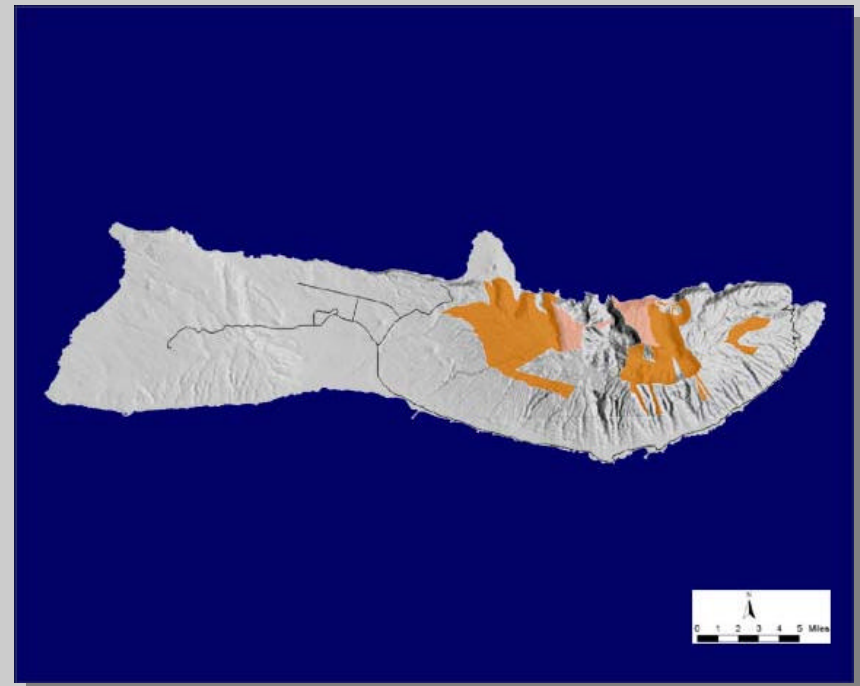
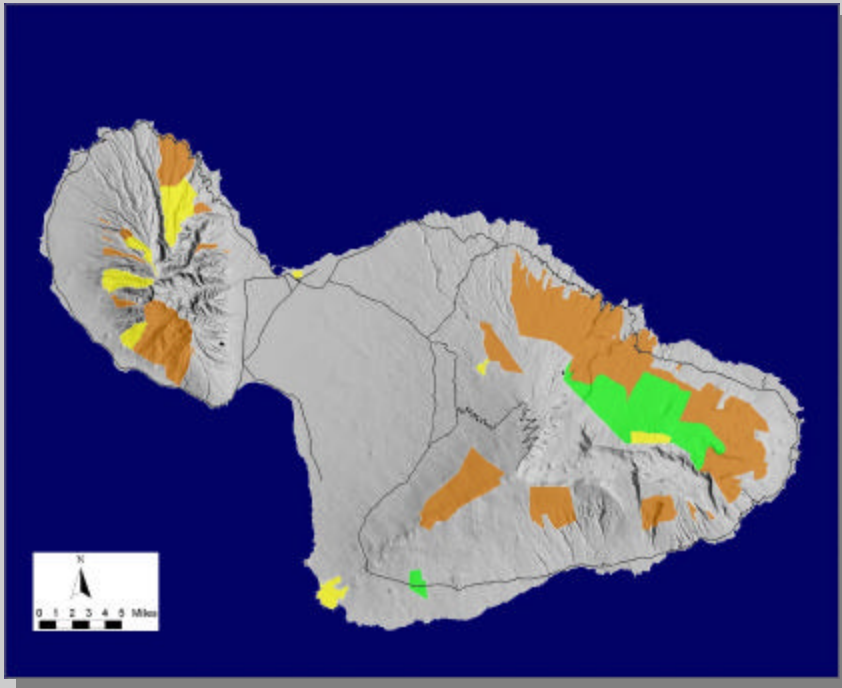
- A1: Game Production
- A2: Mixed Game and Other Uses
- A3: Game control (public)
- A4: Game control (supervised)

DOFAW Resource Management Guidelines

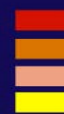
Game Animal Management Activities



Maps



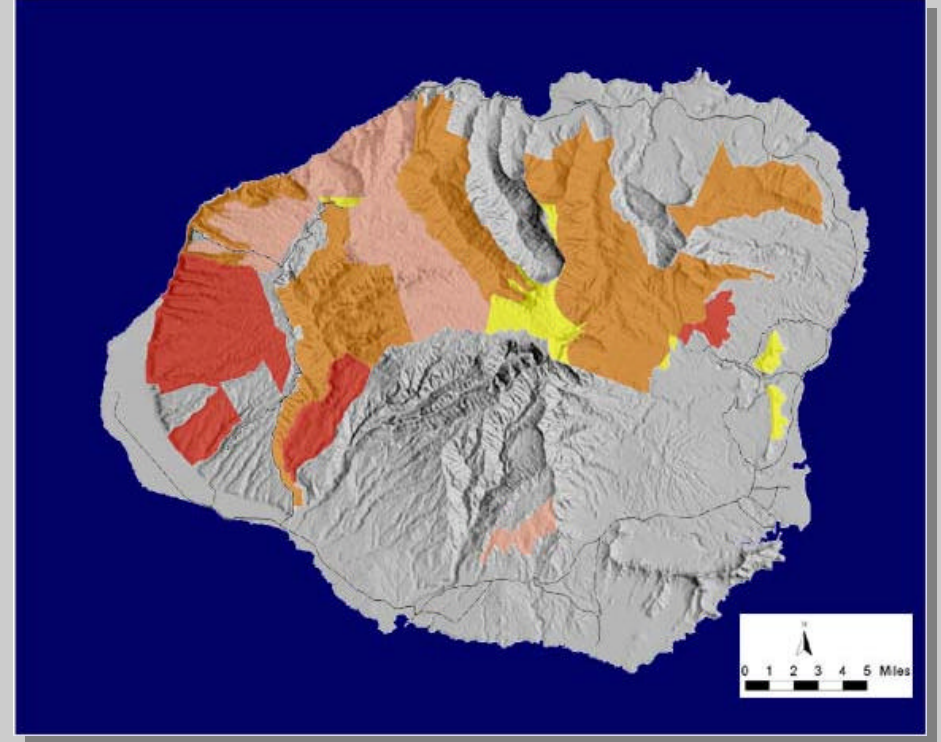
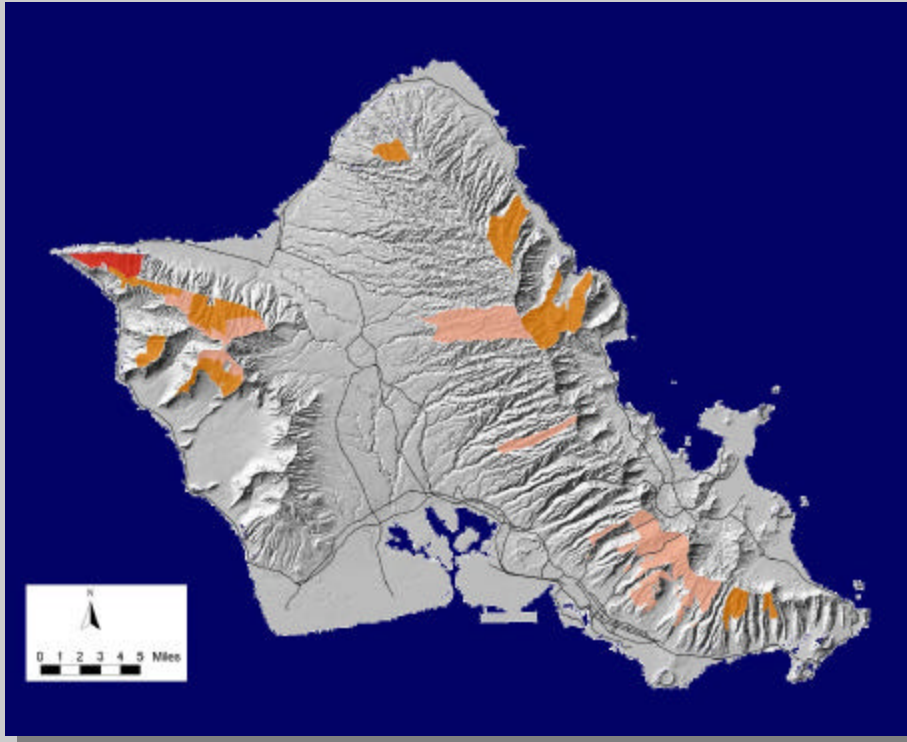
Figures 10-12 (clockwise from top): Game Animal Management Activities, Maui, Molokai, Lanai



A1: Game Production
A2: Mixed Game and Other Uses
A3: Game control (public)
A4: Game control (supervised)

DOFAW Resource Management Guidelines

Game Animal Management Activities ✦ Maps



Figures 13-14 (Left to Right): Game Animal Management Activities, Oahu and Kauai



- A1: Game Production
- A2: Mixed Game and Other Uses
- A3: Game control (public)
- A4: Game control (supervised)

DOFAW Resource Management Guidelines

Island of Hawaii ✦ Forestry Management Activities

F1 Primary: Forest products are a primary objective and large scale harvesting or salvage is allowed. Permits and/or licenses are required with appropriate restrictions.



F2 Secondary: Areas where limited small-scale harvesting or salvage is allowed (<10 acres harvested per year.) Permits and/or licenses are required with appropriate restrictions.



F3 Personal: Areas where small-scale non-commercial harvesting or salvage is allowed, such as materials for cultural uses. Permit and/or license required with appropriate restrictions.

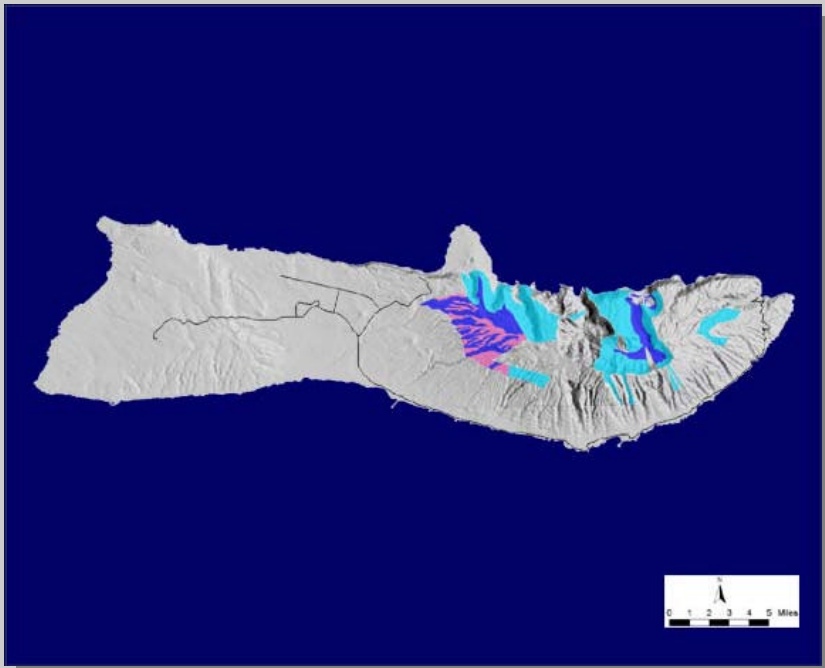
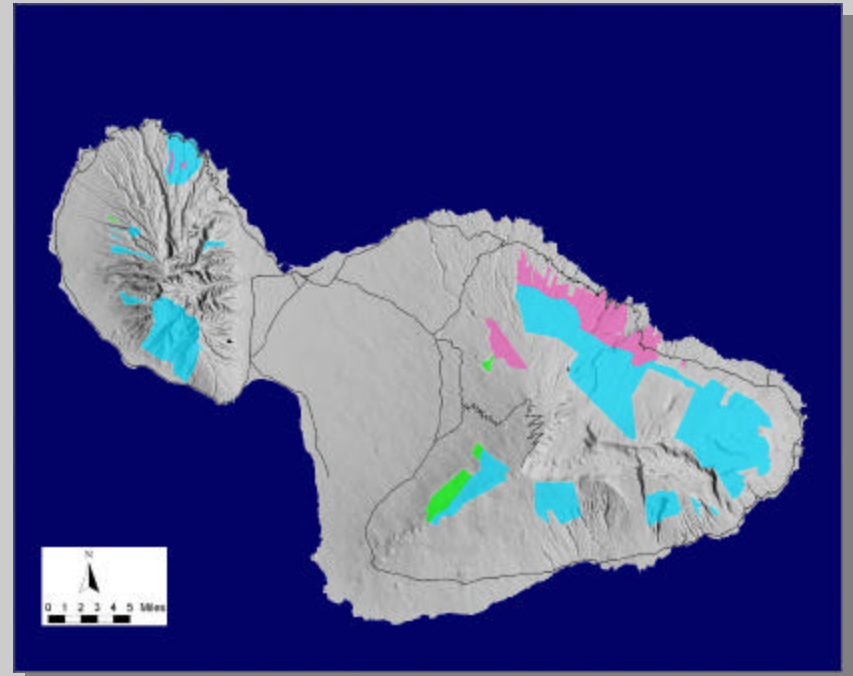
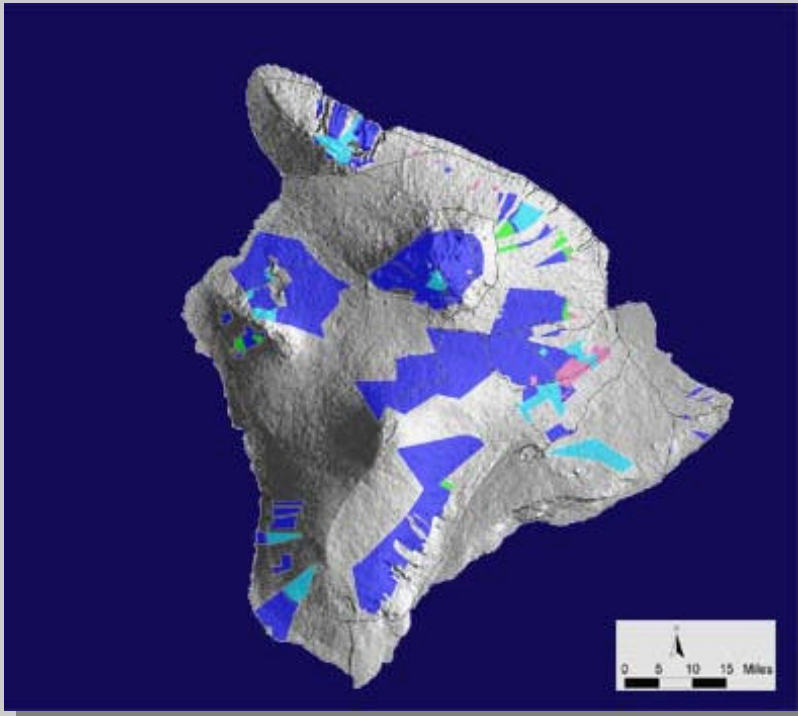


F4 Restricted: Forest products are not normally an objective. Harvesting would be considered only for compelling public benefit.



DOFAW Resource Management Guidelines

Maps ✦ Forestry Management Activities



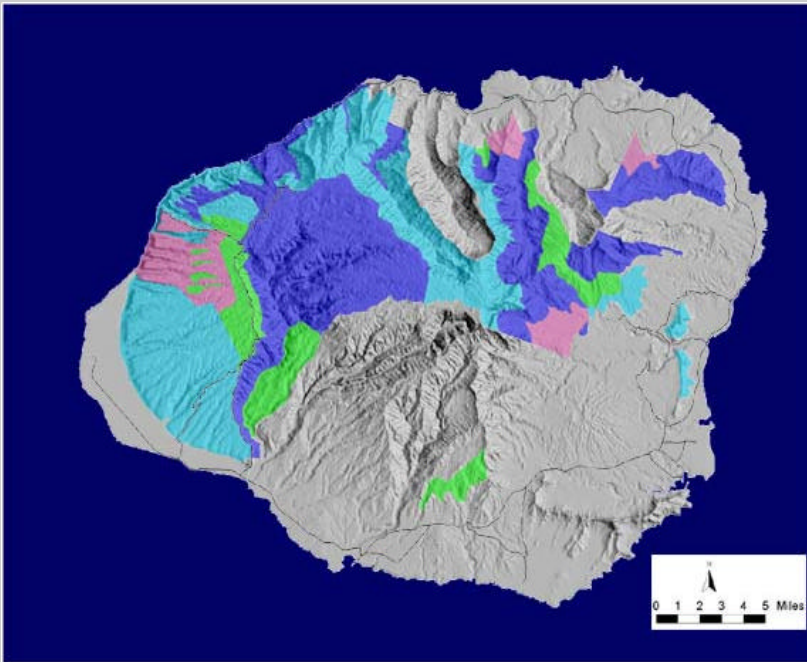
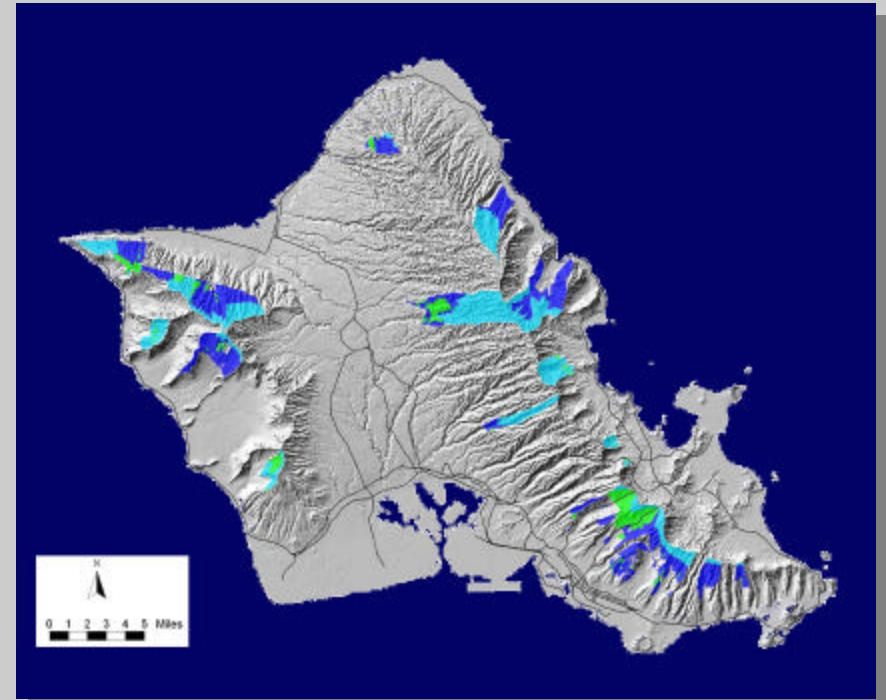
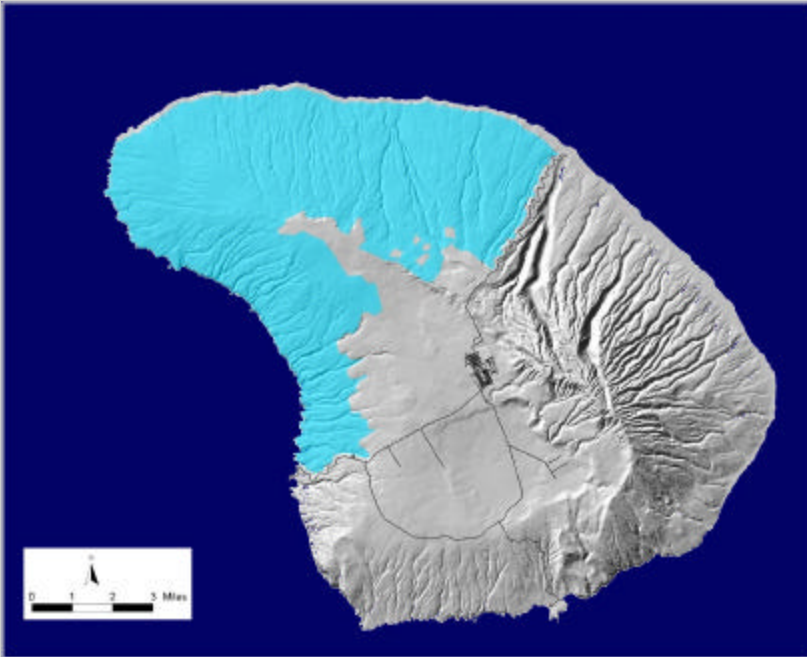
Figures 15-17 (clockwise from top left): Forestry Management Activities, Hawaii, Maui, Molokai



F1: Primary
F2: Secondary
F3: Personal
F4: Restricted

DOFAW Resource Management Guidelines

Maps ✦ Forestry Management Activities



Figures 18-20 (clockwise from top left): Forestry Management Activities, Lanai, Oahu, Kauai



F1: Primary
F2: Secondary
F3: Personal
F4: Restricted

DOFAW Resource Management Guidelines



Recreation Management Activities

R1 Heavy Use Areas: Areas where outdoor recreation is a primary objective. Areas may have highly developed recreational facilities such as checking stations, camp sites with utilities and parking lots. Generally restricted to Considerably Disturbed Areas (V-3) and Badly Degraded Areas (V-4).



R2 Medium Use: Areas where outdoor recreation is limited or controlled, or where it may be integrated with other uses. Facilities are not highly developed and include trails, rustic shelters, or unimproved campsites.



R3 Light Use: Areas where recreation would be limited to certain areas, or occasional levels of use due to impacts on resources or programs. Trails would be the main recreational feature, and their use may be restricted.



R4 Restricted: Areas where outdoor recreation is heavily restricted or controlled, if permitted at all. Trails would be the main feature considered. Areas may be classified “restricted” due to hazardous conditions, fragile ecosystems, limited accessibility or other management practices incompatible with recreational activities.

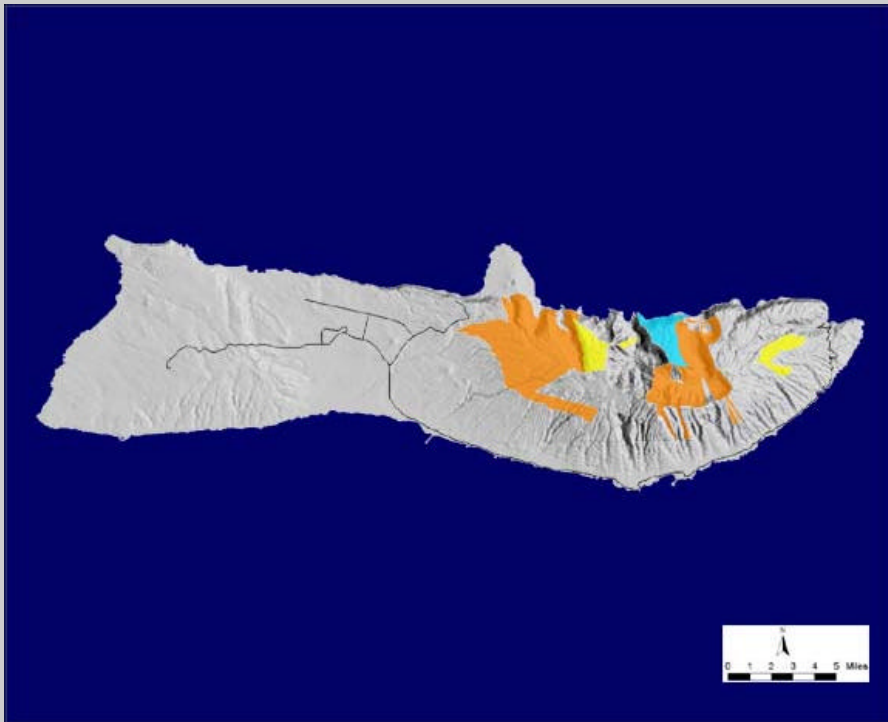
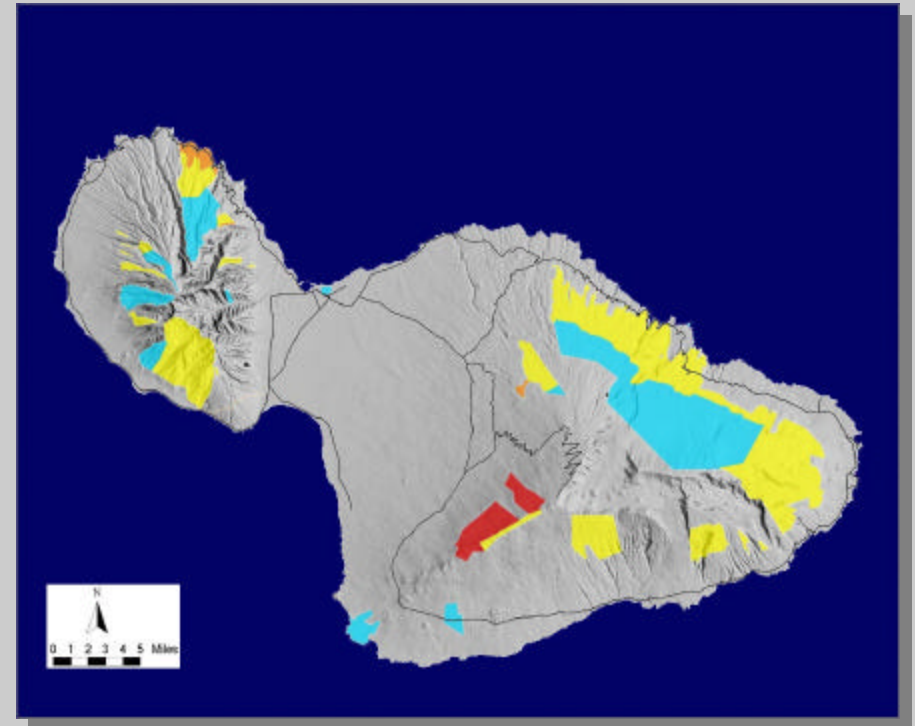
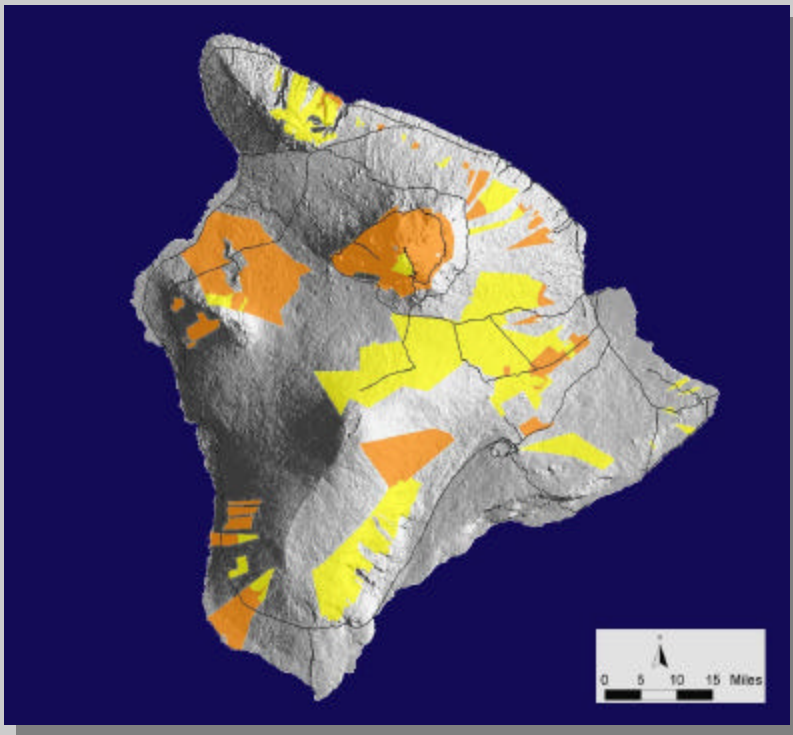


DOFAW Resource Management Guidelines

Recreation Management Activities



Maps



Figures 21-23 (clockwise from top left): Recreation Management Activities, Hawaii, Maui, Molokai



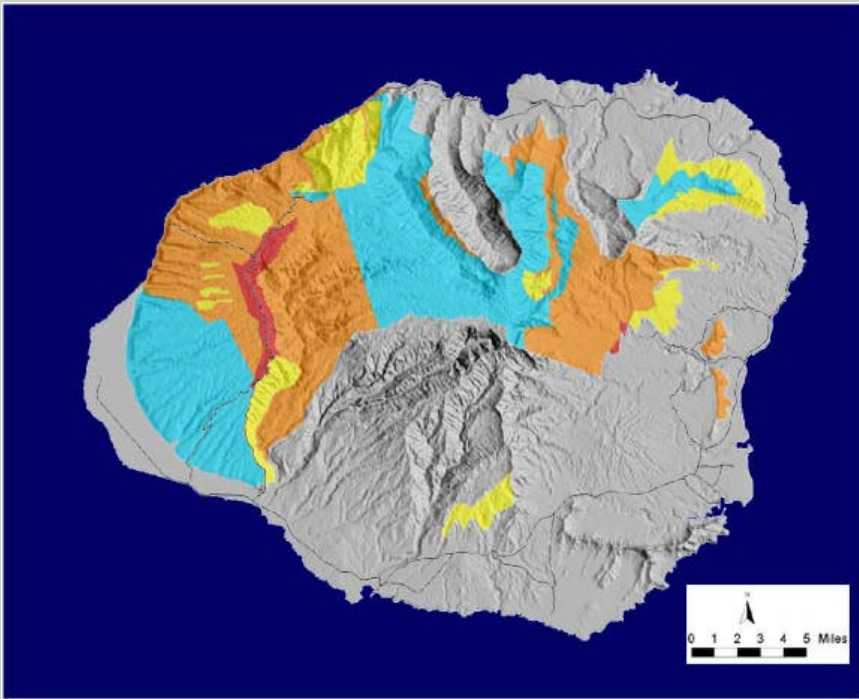
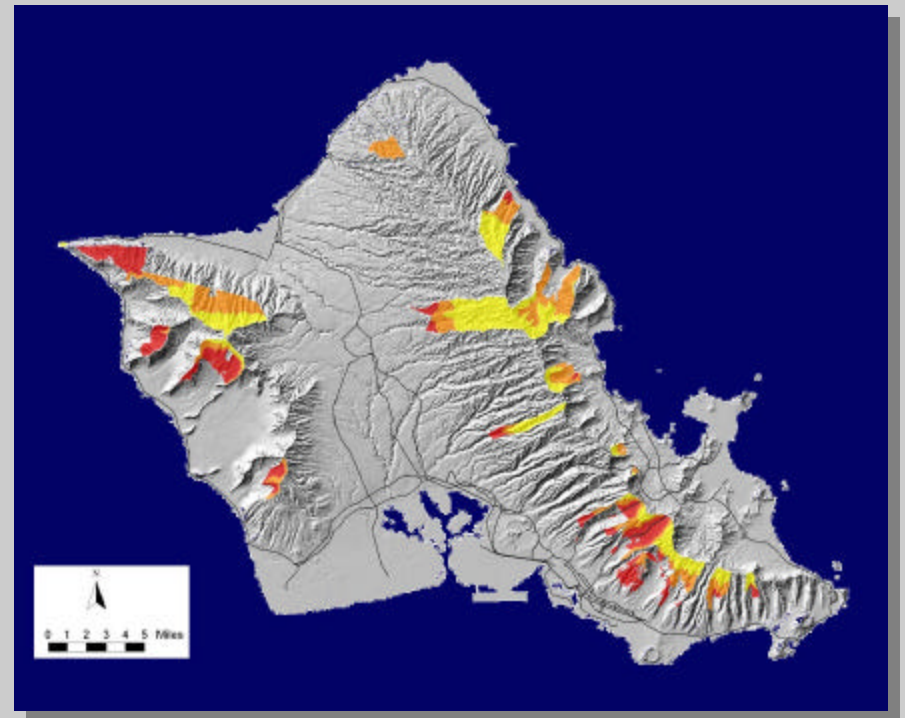
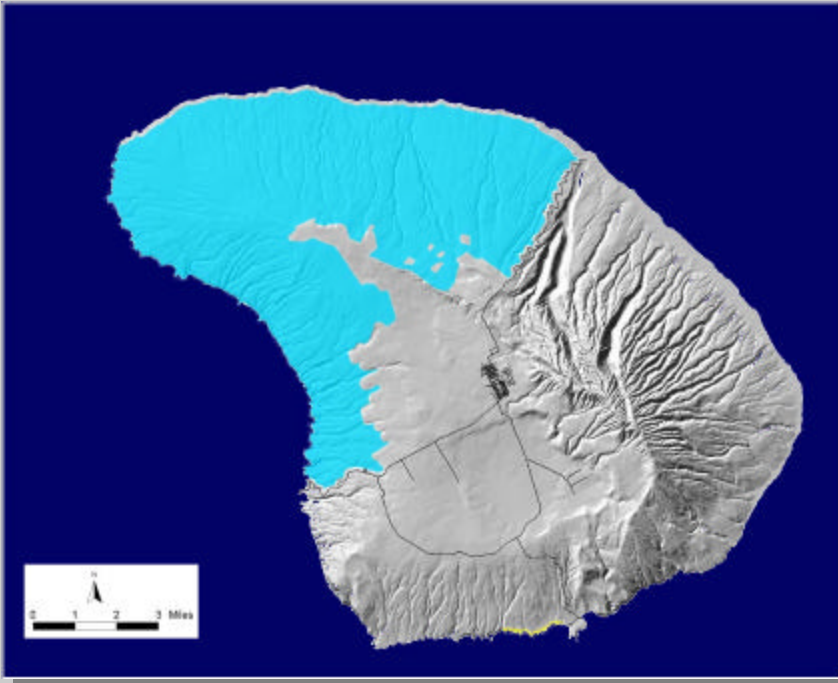
R1: Heavy Use
R2: Medium Use
R3: Light Use
R4: Restricted

DOFAW Resource Management Guidelines

Recreation Management Activities



Maps



Figures 24-26 (clockwise from top left): Recreation Management Activities, Lanai, Oahu, Kauai



R1: Heavy Use
R2: Medium Use
R3: Light Use
R4: Restricted